ITIE 2016

MAKERSPACES:

CREATIVITY IN THE LIBRARY

ANNOUNCES

MAKERSPACES
DESIGN & CREATE
CONTEST

Make it
@ your library
ITIE 2016

MAKERSPACES DESIGN & CREATE CONTEST

ORGANIZED BY

**ITIE 2016 INTERNATIONAL CONFERENCE
&
EVERGREEN EDUCATION FOUNDATION**

APPLICATION DEADLINE

JUNE 13, 2016

ROUND 1 SUBMITTAL DEADLINE

JUNE 27, 2016

ROUND 2 SUBMITTAL DEADLINE

AUGUST 15, 2016

ROUND 3 SUBMITTAL DEADLINE

OCTOBER 31, 2016

FINAL SUBMITTAL DEADLINE

DECEMBER 12, 2016

AWARD ANNOUNCEMENT

DECEMBER 30, 2016

WWW.EVERGREENEDUCATION.ORG

TEAM ENTRY

LEVELS:

NOVICE

ADVANCED BEGINNER

PROJECT-BASED

RESEARCH

INNOVATE

DESIGN

PROTOTYPE

IMMERSE

DEVELOP

CONSTRUCT

PRESENT

TEAM WORK

CONTEST INFORMATION

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Purpose of Contest

Every two years, Evergreen Education Foundation (EEF) hosts international conference and workshops in China to promote and strengthen the use of libraries. This year, our conference theme is MAKERSPACE. In light of our theme, the foundation is announcing the ITIE 2016 Makerspaces Design & Create Contest.

Guide by their teachers and mentors, middle and high school students are challenged to use their creativity to complete two tasks:

TASK 1: Design a Makerspace for Your School, which includes tool list and budget

TASK 2: Complete a Hands-On Maker Project Based on Your Students' Interests or Your Community Needs

This contest aims to give teachers and students an opportunity to learn and think about how to design an actual functional makerspace for their school as well as a chance to complete a hands-on maker project based on students' interests or community needs. By carrying out this exercise, participants will gain invaluable insights on the theoretical and practical aspects of designing and creating through makerspace for their school. Students will also gain vital skills required to be successful in life. These skills include critical thinking, teamwork, planning, budgeting, organizing, and time management. It also allows them the opportunity to discover, try new ideas, and learn the importance of the iterative process. Most of all it provides the basis for their becoming positive contributing members of society with an understanding of their interests and capabilities. The combination of theoretical design and hands-on application will solidify the innovation, design, and making process.

In addition, EEF offers up to US$200.00 of grant money on task 2 material subsidies for each school. Through the application procedure, EEF intents to provide an opportunity for teachers and students to experience the process of applying for grant funding, which is a crucial skill for seeking capital backing for projects of any form.

Last but not least, each team will be asked to compile a wish list such as books, equipment, or products that is worth up to US$3500.00. This wish list should be a subset of the Makerspace tool list which is required in task 1 for the contest. At the end of the contest, when a team wins an award, US$500.00 will be credited to the team's wish list account. As each team has an opportunity to sweep ALL awards within and across levels, a team could potentially accumulates up to US$3500.00 in their wish list account. Wish list credits can be used towards purchasing items on the team's wish list. EEF chooses to award prizes in the form of wish list credits because the Foundation believes through thoughtful planning for a US$3500.00 budget, teams can learn how to best plan their purchases to maximize the impact of their makerspaces.

Entry & Contest Rules

1. Evergreen Education Foundation (EEF) affiliated schools will enter through EEF.

2. Non Evergreen Education Foundation (EEF) affiliated schools should fill out the entry application form and return it by the deadline June 13, 2016. Submit your application in PDF format to itie2016contest@evergreeneducation.org.

3. The contest is open to students from Grade 6 through 12.

4. Each team chooses their Makerspace level by the rubric provided at the end of this document. A candid self-evaluation will ensure maximum learning experience.

5. Each team must have at least one official faculty mentor but not more than two. Faculty mentors can coach more than team.

6. Each team must have at least three students but not more than eight. Students CANNOT be listed in more than one team.

7. Each design team must only one entry. There can be more than one team/entry from each school.

8. Entry to this contest is free.

9. Each qualified team that advances to Round 2 is eligible to apply for US$100.00 EEF grant for task 2 material subsidies.

10. Each qualified team that advances to Round 3 is eligible to apply for US$100.00 EEF grant for task 2 material subsidies.

11. Novice & Advanced Beginner levels can opt to submit a work-in-progress product for Task 2 (approved by EEF contest committee) instead of a finished product as the final submittal

12. Teams warrant, to the best of their knowledge, their design does not infringe the intellectual property rights of any third party.

13. Teams are responsible for protecting their intellectual property ownership rights.

14. Team agree that all submittal materials maybe presented at ITIE 2016 international conference & workshops, in future EEF publications and media coverage.

15. ITIE 2016 Contest Committee reserves the right to reassign each team's self evaluated Makerspace level to reflect best placement of and maximum learning experience for each team.

16. ITIE 2016 Contest Committee reserves the right to disqualify teams that display any form of fraudulent act such as intentionally self evaluating at a lower Makerspace level to gain unfair advantage.

Entry Requirements

To qualify for entry and receive our Round 1 package, your team must submit an official contest application form by June 13, 2016. If your school has more than one team, EACH team needs to fill out its own application form. You can find a copy of the application form at the end of this document.

Timeline

Announcement of Contest May 30, 2016

Application Deadline June 13, 2016

Round 1 Submittal Deadline June 27, 2016

Round 2 Advancement Announcement July 4, 2016

Round 2 Submittal Deadline August 15, 2016

Round 3 Advancement Announcement August 22, 2016

Round 3 Submittal Deadline October 31, 2016

Presentation at ITIE 2016 November 18-24, 2016*

Final Submittal Deadline December 12, 2016

Award Announcement December 30, 2016

* All teams advancing to Round 3 will be invited to present their on going projects at the ITIE 2016 international conference & workshop November 18-24, 2016. The team presentation will done exclusively by registered students only in two forms: A short 5-10 mins public talk and at a booth set up for the team. Though highly encouraged, attending the ITIE 2016 international conference & workshop is optional for non-EEF schools. Choosing not to attend the conference will not jeopardize your team's standing in the contest. EEF will provide full land travel + room + board for 1 teacher and 1 student. Further monetary assistance is available through EEF ITIE 2016 Travel Grant warrant on an as needed basis. All teams are responsible for their own international travel expenses.

Contest Rounds

Round 1: Understanding Makerspaces

Three must read articles and two must watch videos will be assigned as a starting point for the team research. Each team is encouraged to explore all other available resources through their schools, libraries, internet to fully understand three guiding questions:

1. What are Makerspaces?

2. What are the Benefits of Having a Makerspace at Our School or Public Library?

3. What Kind of Student Makers Do We Have at Our School?

Each team is required to fill out and submit the Round 1 questionnaire by June 27, 2016 so judges can evaluate the submitted questionnaire based on effort and understanding. Qualified schools will be notified of their advancement to Round 2 by July 4, 2016.

Round 2: Design & Create – Phase I

Three must read articles and two must watch videos will be assigned as a starting point for the team research. Each team is encouraged to explore all other available resources through their schools, libraries, internet to fully understand three guiding questions:

1. What Kind of Makerspace Do We Want to Design for Our School?

2. How Can We Utilize Existing Spaces and Resources at Our School?

3. What Kind of Hands-On Projects Do We Want to Make with Our Makerspace?

Each team is required to fill out and submit the Round 2 questionnaire, provide a draft of the Makerspace design, and a proposal with a preliminary feasibility study of the hands-on project that is related to students' interests and/or a certain need for the community by August 15, 2016 so judges can evaluate the submitted questionnaire and materials based on effort and understanding. Qualified schools will be notified of their advancement to Round 3 by August 22, 2016.

Contest Rounds (Continued)

Round 3: Design & Create – Phase II

Task 1: Each team is expected to submit a formal work-in-progress report of their Makerspace design that includes the following information:

- A makerspace logo for their team

- Two floor plans (one site plan and one layout plan)

- A feasibility study including tool list, budget, and where to obtain the tools

- Videos (if possible) and/or images of the process

- A Story-Line presentation of their makerspace design and planning experience

Task 2: Each team is expected to submit a formal work-in-progress report of their hands-on project that is related to students' interests or a certain need for the community that includes the following information:

- The idea behind the project, including how the project would help the community?

- A description of the scope of the project

- A timeline and budget of the project including a list of the tools and their costs

- Videos (if possible) and/or images of the process

- A Story-Line presentation of their Hands-On project design and planning experience

In addition, each team is required to fill out a Round 3 questionnaire and create a website for their team & their project. The questionnaire and the website link should be submitted along with the Task 1 & 2 materials by October 31, 2106.

Note that ALL TEAMS successfully advancing to Round 3 will be guaranteed an invitation to present their projects at the ITIE 2016 international conference & workshop November 18-24, 2016. The team presentation will done exclusively by registered students only in two forms: A short 5-10 mins public talk and at a booth set up for the team.

Contest Rounds (Continued)

Final Submittal

Each team is expected to refine their project one last time by utilizing the advice and comments from all judges, EEF committee, and attendees of the ITIE 2016 conference.

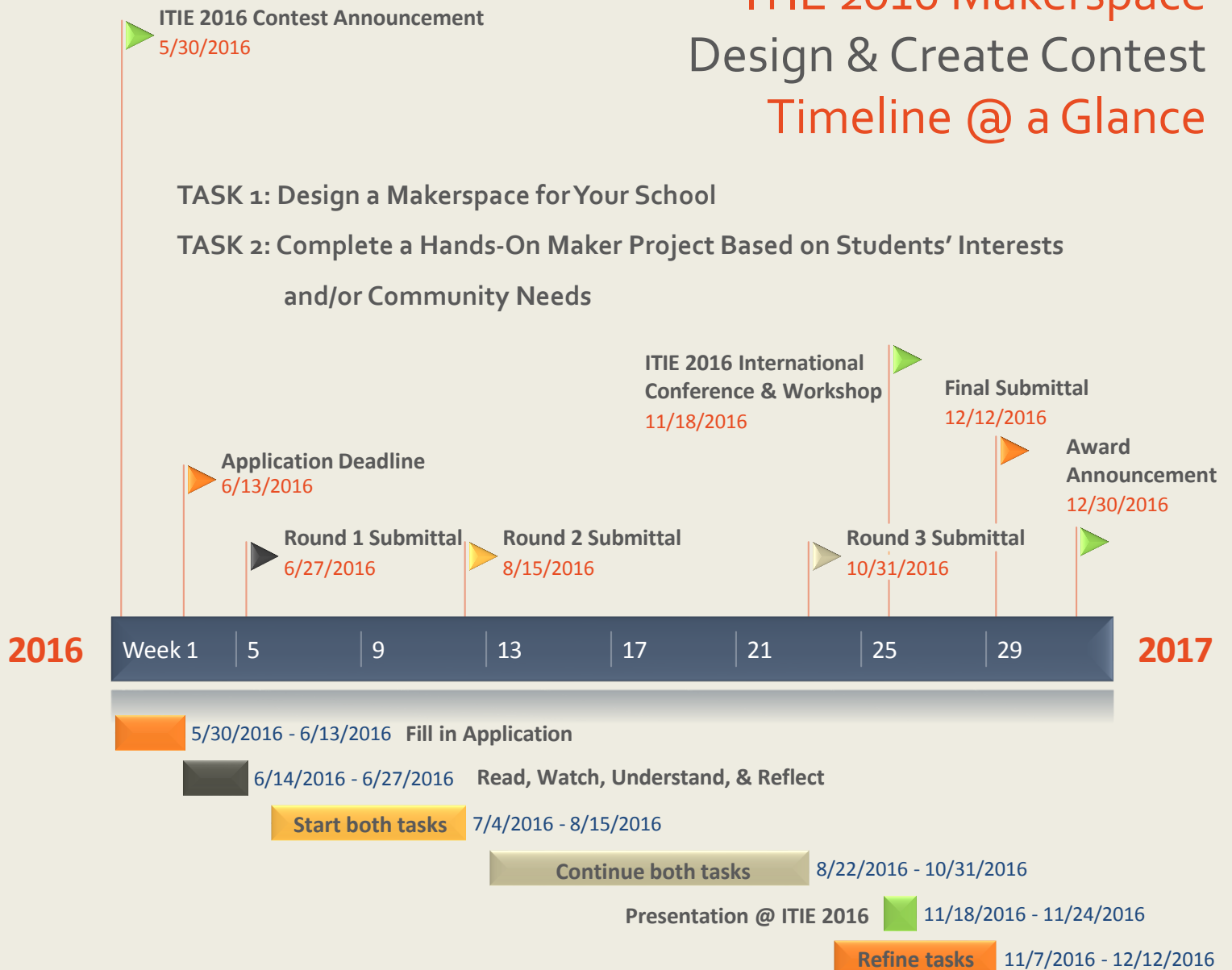Task 1: The final submittal should include (but not limited to) the followings:

- A list of all advice and comments gathered from ITIE 2016 and team's solutions

- Two floor plans (one site plan and one layout plan)

- A final feasibility study including tool list, budget, and where to obtain the tools

- Videos (if possible) and/or images of the process

- A Story-Line presentation in form of either a storyboard or a video of their makerspace design, planning experience, and the final Makerspace.

Task 2: The final submittal should include (but not limited to) the followings:

- A list of all advice and comments gathered from ITIE 2016 and team's solutions

- How would the project help the community? Include a summery of feedback from users?

- A description of the scope of the project

- A timeline and budget of the project including a list of the tools and their costs

- Videos (if possible) and/or images of the process

- A Story-Line presentation in form of either a storyboard or a video of their Hands-On project design, planning experience, and the final product.

In addition, each team is required to fill out one last exit questionnaire and refine their website for submittal along with the Task 1 & 2 materials by December 12 , 2106.

ITIE 2016 Makerspace Design & Create Contest Timeline @ a Glance

ITIE 2016 Contest Announcement
5/30/2016

TASK 1: Design a Makerspace for Your School

TASK 2: Complete a Hands-On Maker Project Based on Students' Interests and/or Community Needs

ITIE 2016 International Conference & Workshop
11/18/2016

Final Submittal
12/12/2016

Application Deadline
6/13/2016

Award Announcement
12/30/2016

Round 1 Submittal
6/27/2016

Round 2 Submittal
8/15/2016

Round 3 Submittal
10/31/2016

2016 | Week 1 | 5 | 9 | 13 | 17 | 21 | 25 | 29 | **2017**

5/30/2016 - 6/13/2016 **Fill in Application**

6/14/2016 - 6/27/2016   **Read, Watch, Understand, & Reflect**

Start both tasks   7/4/2016 - 8/15/2016

Continue both tasks   8/22/2016 - 10/31/2016

Presentation @ ITIE 2016   11/18/2016 - 11/24/2016

Refine tasks   11/7/2016 - 12/12/2016

Round 1: Each team is required to fill out and submit the Round 1 questionnaire by June 27, 2016

Round 2: Each team is required to fill out and submit the Round 2 questionnaire, provide a draft of the Makerspace design, and a proposal and a preliminary feasibility study of the hands-on project that is related to students' interests and/or a certain need for the community by August 15, 2016

Round 3: Each team is required to fill out and submit the Round 3 questionnaire, create a website, and provide a formal report of the Makerspace design, and a formal feasibility study of the hands-on project that is related to students' interests and/or a certain need for the community by October 31, 2016

Final Round: Each team is required to fill out an exit questionnaire, refine their website and tasks one last time based on comments and suggestions collected at ITIE 2016 conference. Each team is required to provide a formal report of the Makerspace design, and a formal feasibility study of the hands-on project that is related to students' interests and/or a certain need for the community by December 12, 2016

Submittal Requirements

All submitted documents and reports should be in the form of a Technical Paper

Type in Chinese and/or English

A cover page

All documents should be in PDF format

Website

Websites can be in Chinese or English. However, translation buttons are required so users can switch between Simplified Chinese, Traditional Chinese, and English. The team can choose to use a standalone website or create a subsite under their school's main website.

Research

Cite all relevant materials such as links, articles, and books

Illustrations

Minimum of 5 visual illustrations in PDF, GIF, JPEG, PNG, EDRW, or MP4 for each milestones of each task. Visual illustrations should complement your report description and can be, but not limited to, drawings, photos, charts, CAD images, or videos.

Contact Info

ITIE 2016 website: www.evergreeneducation.org/itie2016

Email: itie2016contest@evergreeneducation.org

Judging Rubric

Our prestigious panel of judges is from world-class universities who are experts in Makerspaces. Four categories will be assessed on a scale of 1 to 10 (10 being the highest possible score). The total of all the scores will determine the winner. If tiebreaker should happen, comments from all judges and ITIE conference attendees will be taken into consideration. The four categories are as follows:

1. Effort & Understanding

2. Design & Creativity

3. Articulation & Execution

4. Overall Team Work

Awards & Prizes

Two prizes each worth up to US$500.00 monetary equivalent* are awarded for each level as follows:

1. One Best Designed and Planned Makerspace

2. One Most Innovative Hands-On Project

Five prizes each worth up to US$500.00 monetary equivalent* and five honorary mentions each worth up to US$200.00 monetary equivalent* are awarded across levels as follows:

1. One Best Budgeted Yet Most Functional Makerspace Design

2. One Best Budgeted Yet Most Functional Hands-On Project

3. One Most Community Relevant Hands-On Project

4. One Most Popular Makerspace (Popular Vote by ITIE 2016 Attendees)

5. One Most Popular Hands-On Project (Popular Vote by ITIE 2016 Attendees)

6. Five honorary mentions.

*Award prizes are in the form of wish list credits. See Purpose of Contest for details.

Makerspace Level Rubric

The ITIE 2016 contest seeks to offer the maximum education experience for all participating schools through active learning. As such, we believe a candid self-evaluation and placement for each school is essential*.

Novice – Has little or no understanding or experience of Makerspaces, what it is or what to think of it. The team has no or close to none hands-on project experience or practical knowledge about designing a Makerspace or creating a project. Teams at the novice level should have no more than one year of hands-on project experience **and** have never participated in a contest before.

Advanced Beginner – Has an initial or brief understanding of Makerspaces. The team has limited hands-on project experience and practical knowledge about designing a Makerspace or creating a project. Teams in the advanced beginner level should have no more than 2 years of hands-on project experience **or** have participated in no more than one contest before.

*ITIE 2016 Contest Committee reserves the right to reassign each team's self evaluated Makerspace level to reflect best placement of and maximum learning experience for each team. ITIE 2016 Contest Committee also reserves the right to disqualify teams that display any form of fraudulent act such as intentionally self evaluating at a lower Makerspace level to gain unfair advantage.

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Entry Application Form

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ITIE 2016 Makerspace Design & Create Contest

Entry Application Form

Submit your application in PDF format to itie2016contest@evergreeneducation.org

School Information   Number of Teams: _____

School Name: _____

School Address: _____

City: _____   Phone: _____

Principal Name: _____   Librarian Name: _____

School URL:_____

School WeChat Public ID:_____

EEF Affiliated: ☐ Yes   ☐ No

In the space below, tell us why your school would like to participate in this contest:

Faculty Mentor Information

Please Fill in One Form for Each Team

Head Coach Name: _____

What subject(s) do you teach at school? _____

Have you coached contest before? ☐ Yes ☐ No

If yes, which contest(s)? _____

Phone: _____   Email: _____

WeChat ID: _____   QQ ID: _____

Additional Coach Name (Optional): _____

What subject(s) do you teach at school? _____

Have you coached contest before? ☐ Yes ☐ No

If yes, which contest(s)? _____

Phone: _____   Email: _____

WeChat ID: _____   QQ ID: _____

Team's Makerspace Level*:   ☐ Novice ☐ Advanced Beginner

Student List Enclosed?**   ☐ Yes ☐ No

* Each team should choose a level based on students' knowledge and experience.

** If team roster is not ready by June 13, 2016, student list can be submitted along with Round 1 material.

Student Information

Student list can be submitted with Round 1 material.

Student Name: _____

What subject(s) do you like at school? _____

Have you participated in contest(s) before? _____ Which one(s)? _____

What grade are you in come Sept 2016? _____   Age: _____

Student Name: _____

What subject(s) do you like at school? _____

Have you participated in contest(s) before? _____ Which one(s)? _____

What grade are you in come Sept 2016? _____   Age: _____

Student Name: _____

What subject(s) do you like at school? _____

Have you participated in contest(s) before? _____ Which one(s)? _____

What grade are you in come Sept 2016? _____   Age: _____

Student Name: _____

What subject(s) do you like at school? _____

Have you participated in contest(s) before? _____ Which one(s)? _____

What grade are you in come Sept 2016? _____   Age: _____

Student Information (additional page for >4 students)

Student list can be submitted with Round 1 material.

Student Name: _____

What subject(s) do you like at school? _____

Have you participated in contest(s) before? _____ Which one(s)? _____

What grade are you in come Sept 2016? _____   Age: _____

Student Name: _____

What subject(s) do you like at school? _____

Have you participated in contest(s) before? _____ Which one(s)? _____

What grade are you in come Sept 2016? _____   Age: _____

Student Name: _____

What subject(s) do you like at school? _____

Have you participated in contest(s) before? _____ Which one(s)? _____

What grade are you in come Sept 2016? _____   Age: _____

Student Name: _____

What subject(s) do you like at school? _____

Have you participated in contest(s) before? _____ Which one(s)? _____

What grade are you in come Sept 2016? _____   Age: _____